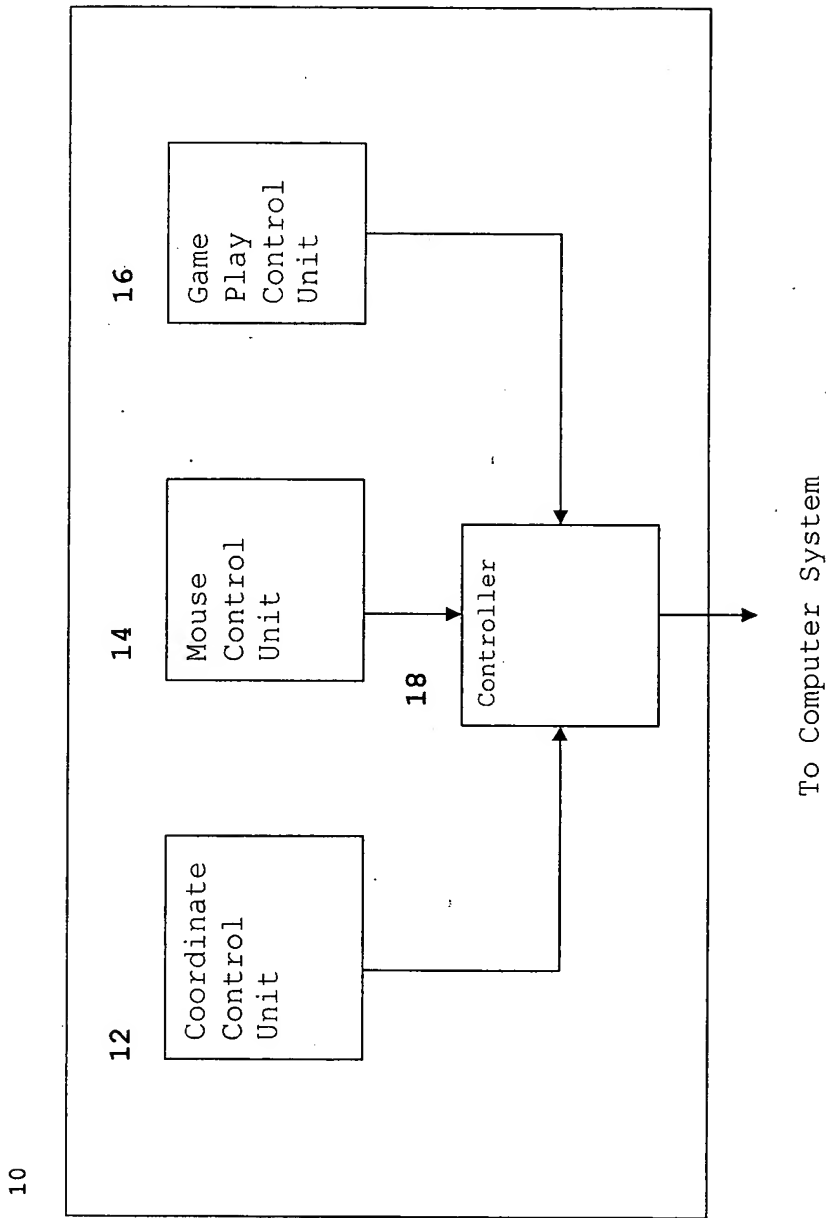




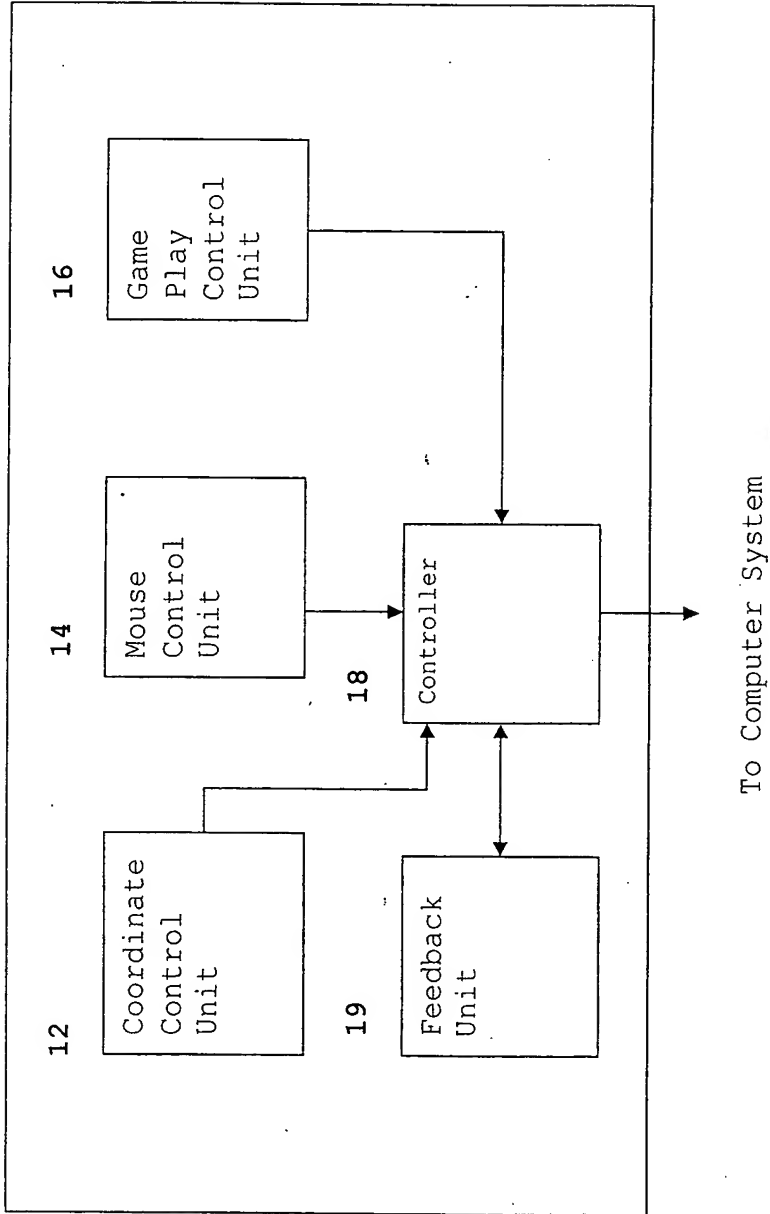
FIGURE 1



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FIGURE 1A

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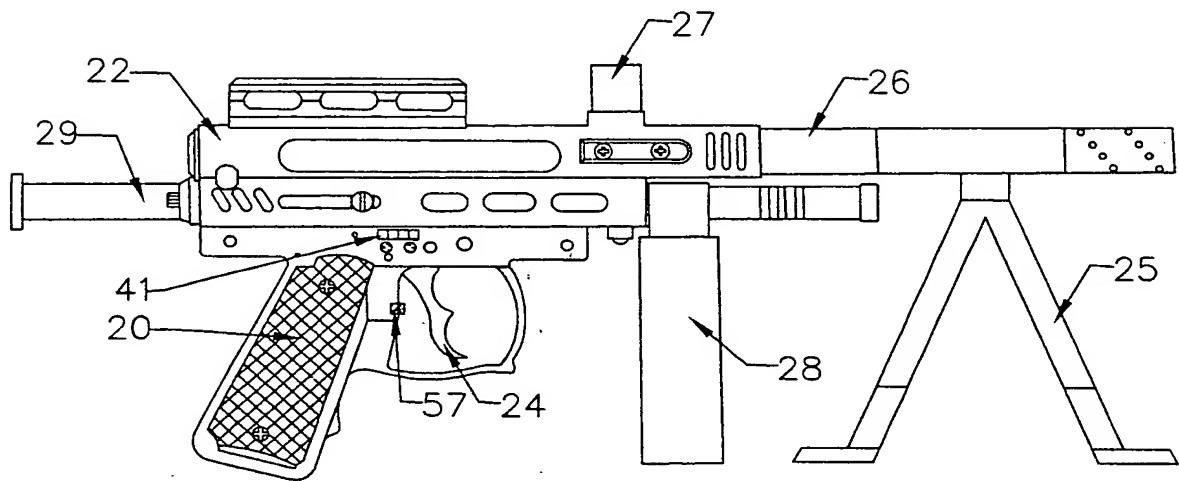


FIGURE 2

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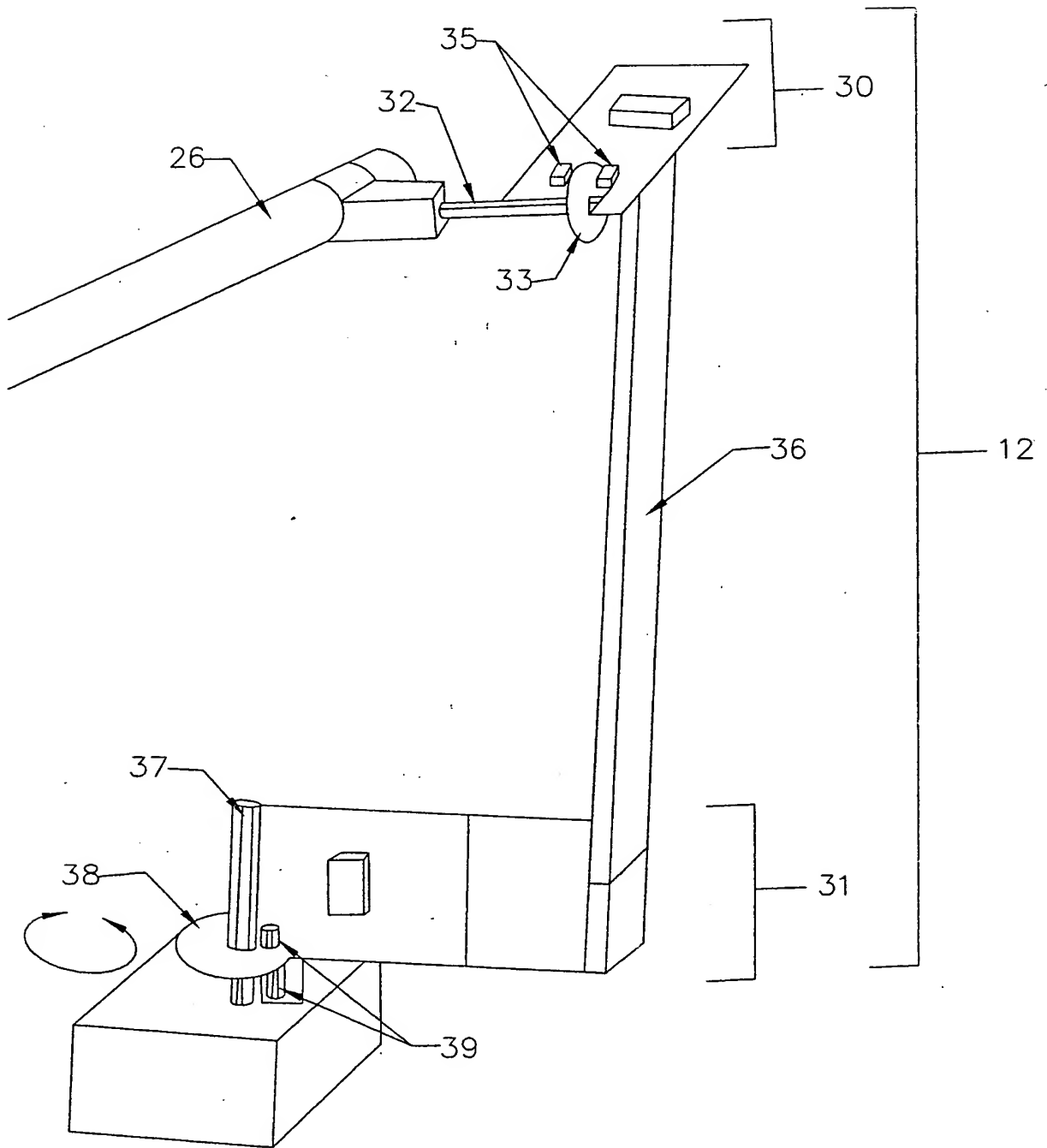


FIGURE 3

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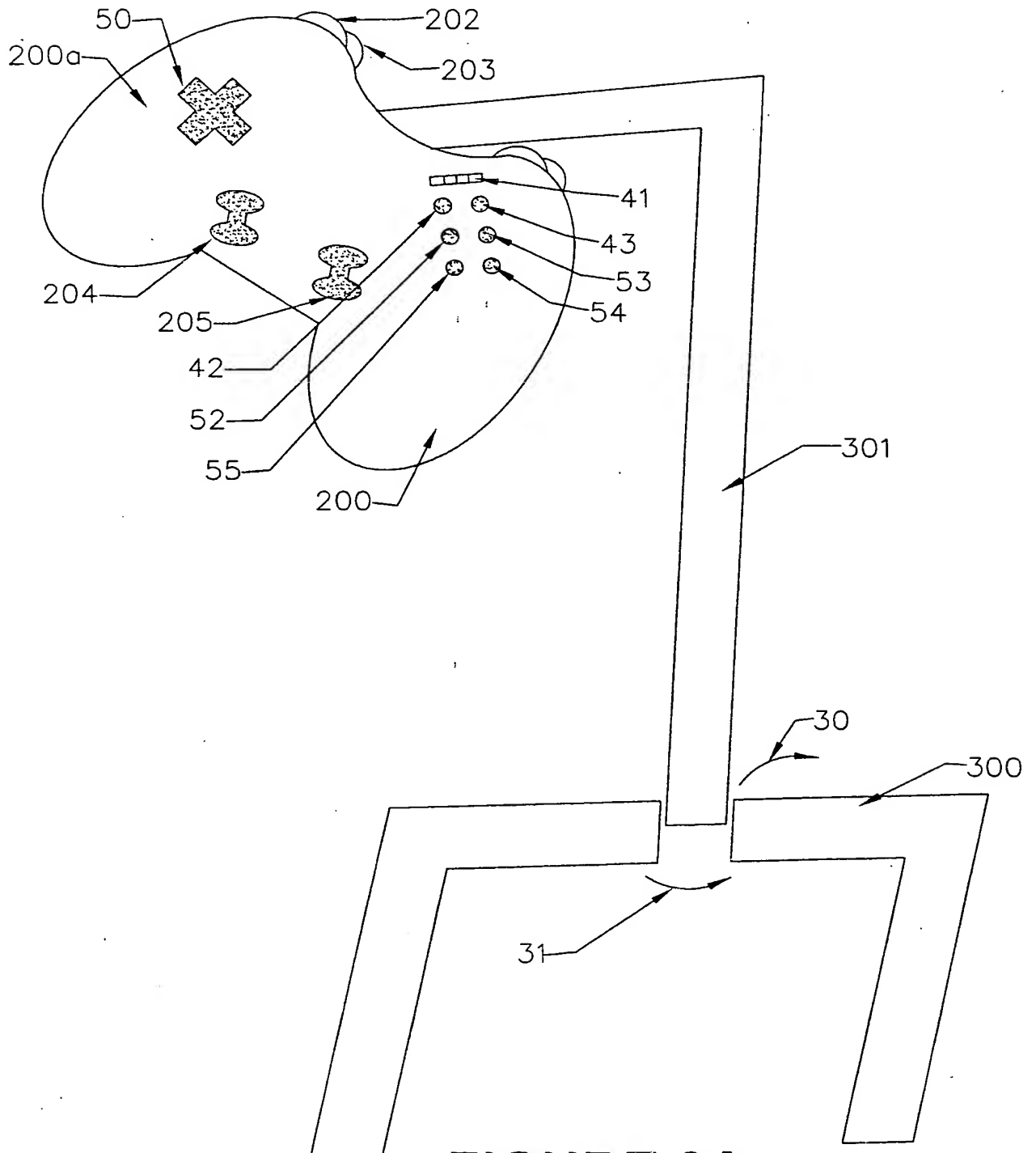


FIGURE 3A

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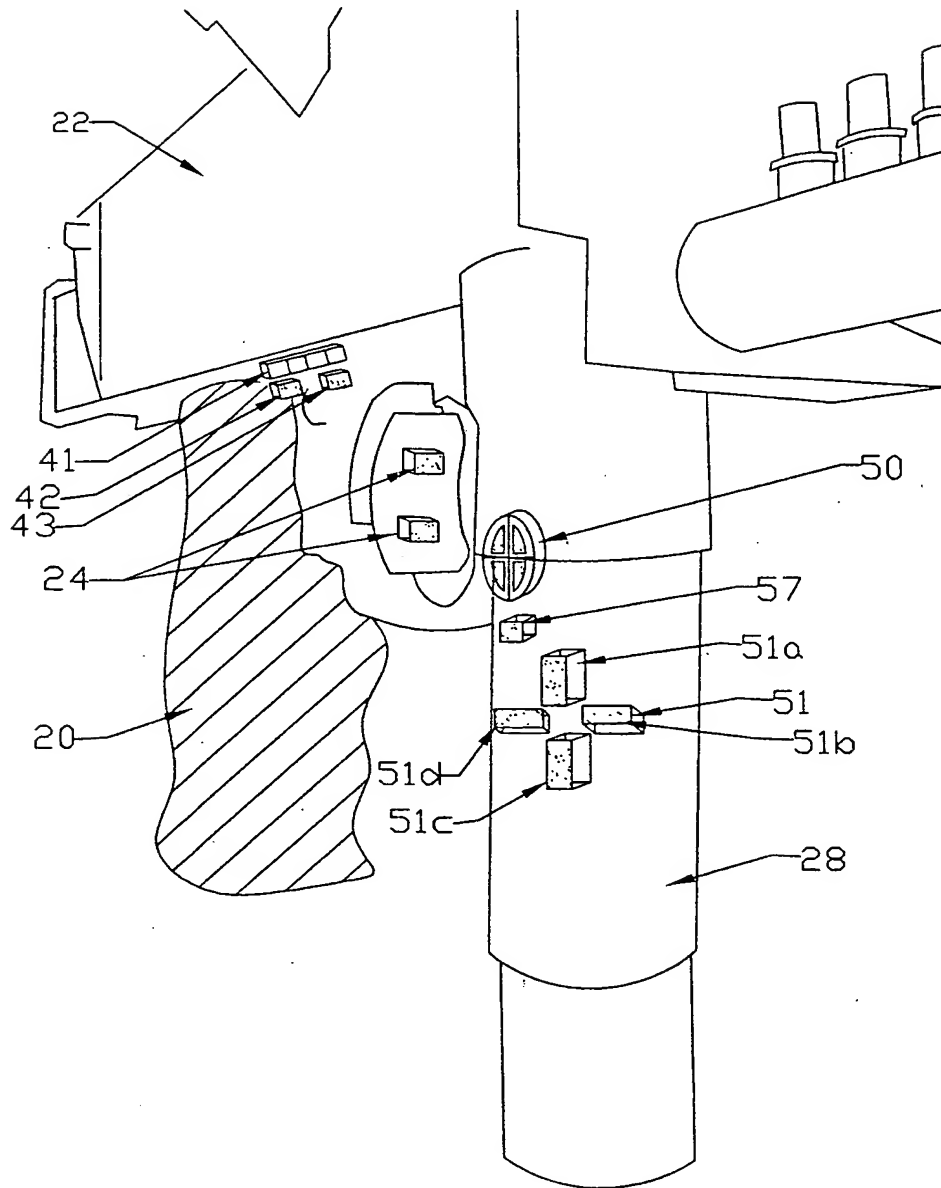


FIGURE 4

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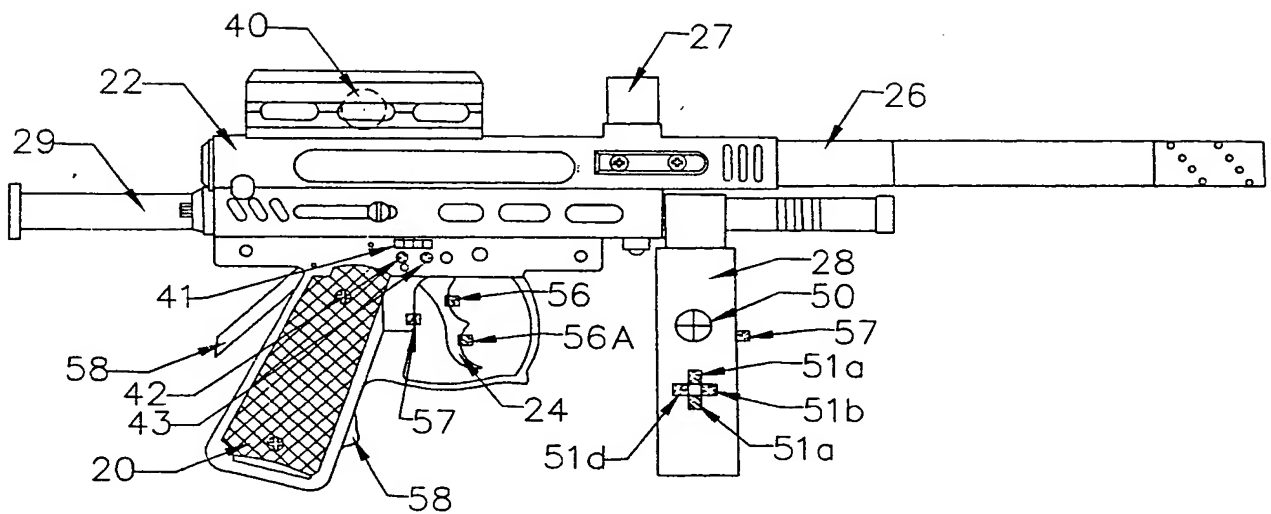


FIGURE 5

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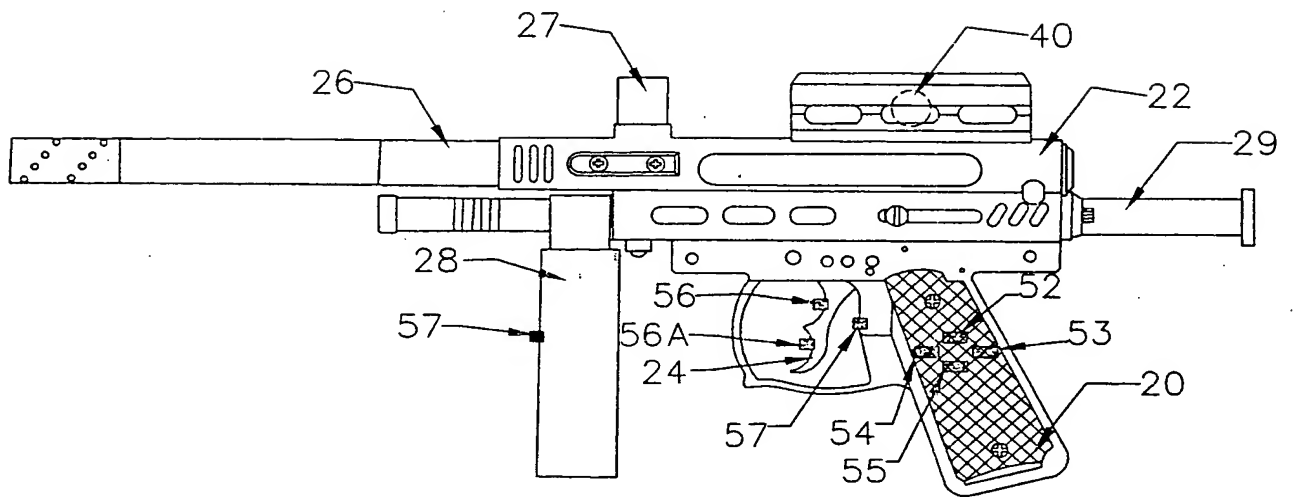


FIGURE 5A

FIGURE 6

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S60

Receiving information
related to vertical and
horizontal tilt



S62

Receiving mouse input
information



S64

Receiving game play
control information



S66

Processing tilt
information, mouse control
information and game
play control information



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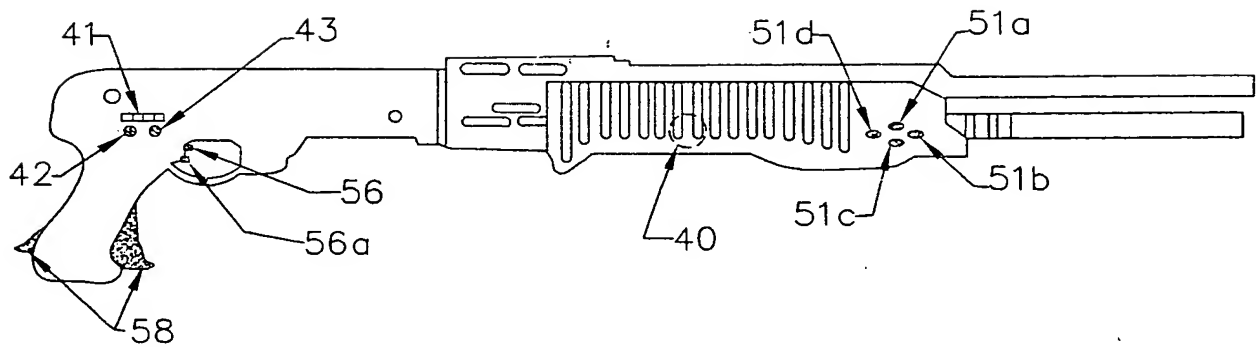


FIGURE 7

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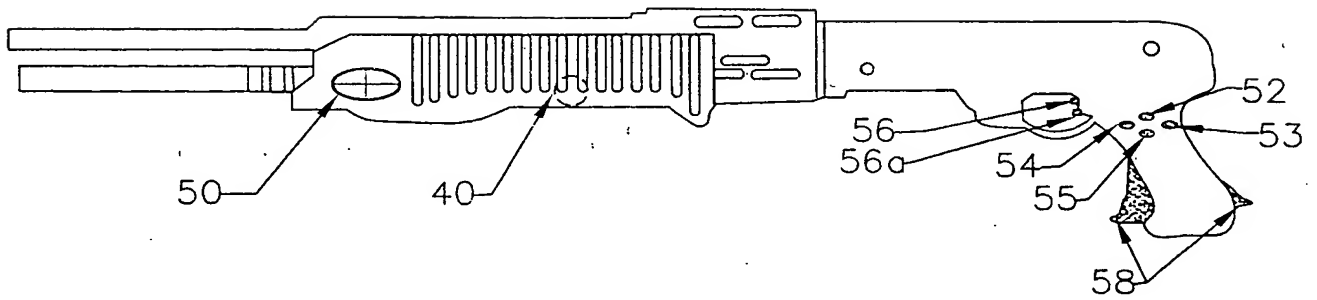


FIGURE 7A